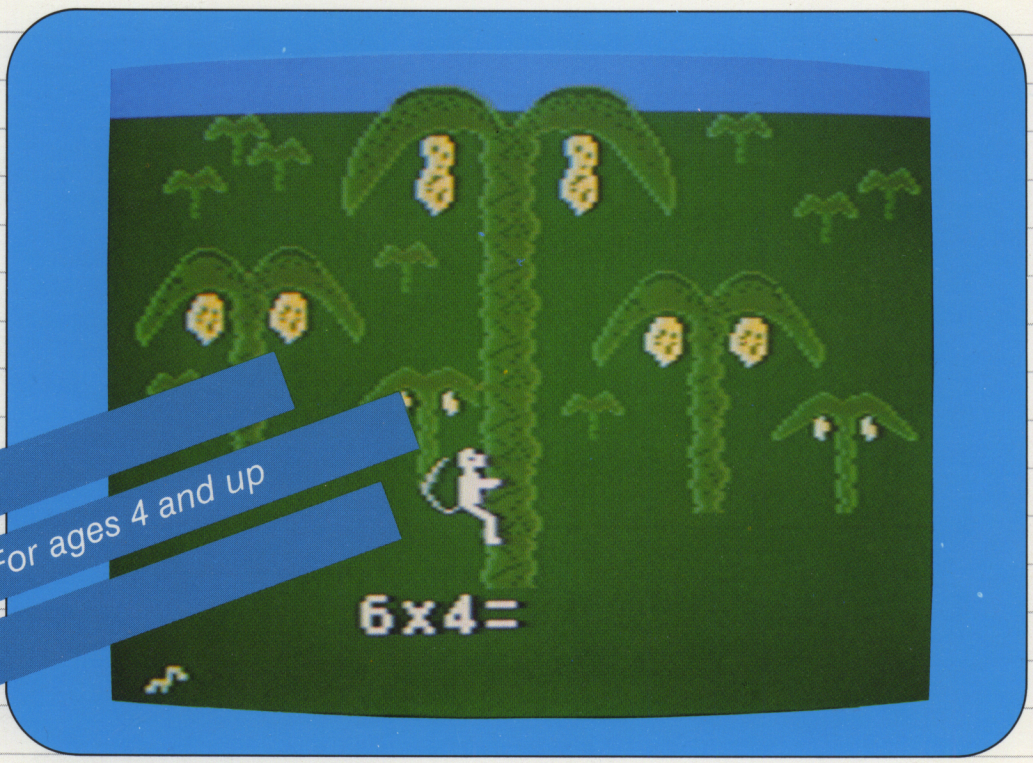
# MONKEY UP A TREE

## LEARNING

Solve problems to move your monkey within reach of the bananas




CONSUMER-WRITTEN PROGRAMS FOR

ATARI®

HOME COMPUTERS

APX

ATARI Program Exchange

Printed in U.S.A.

# MONKEY UP A TREE

by

**Joe Grande**

Program and manual contents © 1982 Joe Grande

**Copyright notice.** On receipt of this computer program and associated documentation (the software), the author grants you a nonexclusive license to execute the enclosed software. This software is copyrighted. You are prohibited from reproducing, translating, or distributing this software in any unauthorized manner.

## Distributed By

The ATARI Program Exchange
P.O. Box 3705
Santa Clara, CA 95055

To request an APX Product Catalog, write to the address above, or call toll-free:

800/538-1862 (outside California)
800/672-1850 (within California)

Or call our Sales number, 408/727-5603

### Trademarks of Atari

ATARI is a registered trademark of Atari, Inc. The following are trademarks of Atari, Inc: 400, 410, 800, 810, 820, 822, 825, 830, 850, 1200XL.

**Limited Warranty on Media and Hardware Accessories.** Atari, Inc. ("Atari") warrants to the original consumer purchaser that the media on which APX Computer Programs are recorded and any hardware accessories sold by APX shall be free from defects in material or workmanship for a period of thirty (30) days from the date of purchase. If you discover such a defect within the 30-day period, call APX for a return authorization number, and then return the product to APX along with proof of purchase date. We will repair or replace the product at our option. If you ship an APX product for in-warranty service, we suggest you package it securely with the problem indicated in writing and insure it for value, as Atari assumes no liability for loss or damage incurred during shipment.

This warranty shall not apply if the APX product has been damaged by accident, unreasonable use, use with any non-ATARI products, unauthorized service, or by other causes unrelated to defective materials or workmanship.

Any applicable implied warranties, including warranties of merchantability and fitness for a particular purpose, are also limited to thirty (30) days from the date of purchase. Consequential or incidental damages resulting from a breach of any applicable express or implied warranties are hereby excluded.

The provisions of the foregoing warranty are valid in the U.S. only. This warranty gives you specific legal rights and you may also have other rights which vary from state to state. Some states do not allow limitations on how long an implied warranty lasts, and/or do not allow the exclusion of incidental or consequential damages, so the above limitations and exclusions may not apply to you.

**Disclaimer of Warranty on APX Computer Programs.** Most APX Computer Programs have been written by people not employed by Atari. The programs we select for APX offer something of value that we want to make available to ATARI Home Computer owners. In order to economically offer these programs to the widest number of people, APX Computer Programs are not rigorously tested by Atari and are sold on an "as is" basis without warranty of any kind. Any statements concerning the capabilities or utility of APX Computer Programs are not to be construed as express or implied warranties.

Atari shall have no liability or responsibility to the original consumer purchaser or any other person or entity with respect to any claim, loss, liability, or damage caused or alleged to be caused directly or indirectly by APX Computer Programs. This disclaimer includes, but is not limited to, any interruption of services, loss of business or anticipatory profits, and/or incidental or consequential damages resulting from the purchase, use, or operation of APX Computer Programs.

Some states do not allow the limitation or exclusion of implied warranties or of incidental or consequential damages, so the above limitations or exclusions concerning APX Computer Programs may not apply to you.

# Introduction

## Overview

It's lunch time in the jungle and a little monkey has found a nice banana tree with lots and lots of ripe bananas. The only way the monkey can climb the tree to reach the bananas is for you to solve arithmetic problems. It's up to you to help the monkey get its lunch today.

Each time an addition, subtraction, multiplication, or division problem appears below the tree, you type the answer. If you're right, the monkey can climb part way up the tree. If you miss an answer or take too much time, the monkey slides back down a bit, and the right answer displays so you can study it. The monkey is very hungry today, and wants three bananas for lunch, but he can grab just one banana on each trip up the tree. Only you can make a hungry monkey happy (and win the game).

You can play *Monkey Up a Tree* alone or with another player of any age, because the program adjusts the difficulty of each player's next problem depending on how quickly and accurately the player answers the current problem. This handicapping feature means that math whizzes should try hard too, rather than going easy on less experienced players. It also means that the game keeps up as your mathematical ability grows!

## Required accessories

ATARI BASIC Language Cartridge

- Cassette version

  24K RAM
  ATARI 410 Program Recorder

- Diskette version

  24K RAM
  ATARI 810 Disk Drive

## Contacting the author

The author invites written inquiries and comments, especially on the automatic handicapping feature. Contact him at:

7922 Apperson
Sunland, California 91040

## Loading *Monkey Up a Tree* into computer memory

1. Insert the ATARI BASIC Language Cartridge in the cartridge slot of your computer.

2. *If you have the cassette version of Monkey Up a Tree:*

   a. Have your computer turned OFF.

   b. Turn on your TV set.

   c. Slide the *Monkey Up a Tree* cassette into the program recorder's cassette holder and press REWIND on the recorder until the tape rewinds completely. Then press PLAY to prepare the program recorder for loading the program.

   d. Turn on the computer while holding down the START key.

   e. When you hear a beep, release the START key and press the RETURN key. The program will load into computer memory and start automatically.

   *If you have the diskette version of Monkey Up a Tree:*

   a. Have your computer turned off.

   b. Turn on your disk drive.

   c. When the BUSY light goes out, open the disk drive door and insert the *Monkey Up a Tree* diskette with the label in the lower right-hand corner nearest to you. Close the door. (Use disk drive one if you have more than one drive.)

   d. Turn on your computer and TV set. The program will load into computer memory and start automatically.

When the program is ready, the jungle is drawn on the screen and a little tune plays. The monkey comes along and gets ready to start up the tree.

## SELECT — number of players

To play with a friend, press the SELECT key and another monkey gets ready to climb the other side of the tree. If you change your mind and want to play by yourself, press the SELECT key again, and the second monkey goes away, leaving just one player.

## START — beginning the game

Once the right number of monkeys are on the tree, press the START key. The first problem then displays on the screen.

## Entering your answers

When you play with a friend, you'll know which monkey should solve the problem because he wags his tail. The first player helps the monkey on the left and the second player (if there is one) helps the monkey on the right.

When it's your turn to answer a problem, type in the numbers on the computer keyboard and then press the RETURN key to complete your answer. For example, if this problem displays:

$$12 + 4 =$$

then answer by pressing the 1 and 6 keys (for the number 16) and pressing the RETURN key.

You can correct a mistake if you catch it before you press the RETURN key. To erase a mistake, press the key marked DELETE/BACK S until the wrong numbers disappear. Then type the correct answer and press RETURN. If you press any other key, nothing happens.

If you give the right answer to the problem, your monkey climbs part way up the tree. When a monkey is high enough to reach the bananas, he picks one and jumps down to the foot of the tree to eat it. It takes three bananas for the monkey to have a good lunch and for you to win the game.

If the answer you give is wrong, your monkey slides back down the tree a little, and the right answer displays on the screen. Take as long as you want to look at the right answer, and then press the RETURN key when you're ready to continue the game.

The program won't give you problems that are too hard or too easy for you. If you answer problems quickly and correctly, the problems become harder. But if you answer more slowly or miss problems, they become easier.

Don't take too long to answer problems, or your monkey may fall asleep and slide down the tree. (He won't go very far before he wakes up, though.)

## Restarting and replaying the game

You can end a game at any time by pressing the START key. Then to begin another game, press the START key again. Any time you're starting a new game with one or more new players, you should press the SELECT key. (Otherwise, the difficulty level of the problems reflects the answers you gave in the previous game.)

# Notes

*Monkey Up a Tree* is handicapped so that an adult can play against a child. The speed and accuracy of previous answers determine the difficulty of each new problem. Skilled players move up quickly to problems that are more difficult. All players are held at the lowest level at which they show some difficulty. They move up as they acquire confidence and thus speed at that level.

Some adults playing with children have a tendency to go easy on them. This defeats the game. Always do your best to give fast, accurate answers. Soon you'll find yourself as challenged as the child is, and you'll miss as often. No one ever wins by more than one or two problems.

APX
ATARI Program Exchange
P.O. Box 3705
Santa Clara, CA 95055

# Review Form

We're interested in your experiences with APX programs and documentation, both favorable and unfavorable. Many of our authors are eager to improve their programs if they know what you want. And, of course, we want to know about any bugs that slipped by us, so that the author can fix them. We also want to know whether our instructions are meeting your needs. You are our best source for suggesting improvements! Please help us by taking a moment to fill in this review sheet. Fold the sheet in thirds and seal it so that the address on the bottom of the back becomes the envelope front. Thank you for helping us!

1. Name and APX number of program.

2. If you have problems using the program, please describe them here.

3. What do you especially like about this program?

4. What do you think the program's weaknesses are?

5. How can the catalog description be more accurate or comprehensive?

6. On a scale of 1 to 10, 1 being "poor" and 10 being "excellent", please rate the following aspects of this program:

   _____ Easy to use
   _____ User-oriented (e.g., menus, prompts, clear language)
   _____ Enjoyable
   _____ Self-instructive
   _____ Use (non-game programs)
   _____ Imaginative graphics and sound

7. Describe any technical errors you found in the user instructions (please give page numbers).

8. What did you especially like about the user instructions?

9. What revisions or additions would improve these instructions?

10. On a scale of 1 to 10, 1 representing "poor" and 10 representing "excellent", how would you rate the user instructions and why?

11. Other comments about the program or user instructions:

From

STAMP

APX ATARI Program Exchange
P.O. Box 3705
Santa Clara, CA 95055

[seal here]

## MONKEY UP A TREE
by Joe Grande

- **Practice arithmetic problems in a jungle setting**
- **Play alone or with a friend**
- **Challenge anyone — the handicapping feature handles all ages**

It's lunch time in the jungle and a little monkey has found a tree with lots of ripe bananas. The only way the monkey can climb the tree to reach the bananas is for you to solve arithmetic problems. It's up to you to help the monkey get its lunch today.

Here's what you do. Each time an addition, subtraction, multiplication, or division problem appears below the tree, you type the answer. If you're right, the monkey can climb part way up the tree. If you miss an answer or take too much time, the monkey slides down the tree a bit, and the right answer displays so you can study it. The monkey can grab just one banana each time he climbs up the tree. Only you can help make a hungry monkey happy — and win the game!

*Monkey Up a Tree* can be enjoyed by one or two players of all ages, because each correct answer entered by a player causes the difficulty level of that player's subsequent problems to change. Speed and accuracy of previous answers determines the difficulty level. This game challenges all ages, and it grows with a person's growing math ability.

**Requires:**
- ATARI BASIC Language Cartridge

**Cassette**
(APX-10165)
- ATARI 410™ Program Recorder
- 24K RAM

**Diskette**
(APX-20165)
- ATARI 810™ Disk Drive
- 24K RAM

### About the author

### JOE GRANDE

Joe Grande combined twenty years of programming experience with keen observation of children to create the delightful *Monkey Up a Tree*. As the oldest of eight children, he taught his little sister how to count. He's the father of three children, ranging from one to five years old. Joe faced a number of challenges when he decided to write a math drill and practice program. He knew that keeping young players interested would be his biggest task. The program would have to determine the right difficulty level, because preschoolers can't choose their own. He wanted the program to permit children of all ages and adults to play together without the older players having to hold back to let the little ones win. Creating the ideal handicapping system presented some technical problems, too. He found it easier to set the handicaps for the preschool players than for the adults. After he wrote the first version of the program, he tested it and watched the children's reactions. The children suggested having the monkey slip a little down the tree trunk for long delays, and having each monkey wiggle his tail when it's his turn. Joe is a programmer for a manufacturer of electrical equipment for aircraft. He and his family live in Sunland, California.

Cassette: version 1 Diskette: version 1
Edition B